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IN THE CLAIMS:

Please cancel claims 1-8 and 30-48, and add new Claims 49-76 as follows:

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49. (New) A client networked device for connection to one or more remote servers providing delivery of digital encoded media data via a network, the client networked device comprising:

a media data buffer for receiving the digital encoded media data;

a processor for decoding said digital encoded media data and causing said digital encoded media data to be decoded and rendered at the client networked device; and

a computer-readable storage device on the client network device operative to contain unique file identifiers related to a location or address in the one or more remote servers' memory where the digital encoded media data is stored, said unique file identifier being capable of being displayed by the client networked device and of being selected using an input device coupled to the client networked device, said processor operative in response to a selection of the unique file identifier to generate a request via the communication network to receive digital encoded media data from the location or address in the remote servers' memory on one or more remote servers where said digital encoded media data is stored, said media data buffer operative, in response to a receipt of the request to receive digital encoded media data from the location or address in the remote servers' memory on the one or more remote servers, to receive digital encoded media data via the communication network from said location or address in the one or more remote servers' memory coupled with said one or more remote servers, and said processor operative to decode and render said received digital encoded media data during receipt thereof.

50. (New) The client network device as recited in Claim 49 wherein said digital encoded media data includes streamed video data, and wherein said streamed video data is received by the media data buffer via the communications network in a packetized format.

51. (New) The client network device as recited in Claim 49 wherein said digital encoded media data includes streamed audio data, and wherein said streamed audio data is stored on one or more of said remote servers.

52. (New) The client network device as recited in Claim 49 wherein said digital encoded media data includes a compressed audio or video data file that is stored on one or more of said remote servers.

53. (New) The client network device as recited in Claim 49 wherein said unique file identifier relates to a location on the remote server by being operative to be used to access the locations within the memory of the remote servers, and wherein the memory is a computer-readable storage device.

54. (New) The client network device as recited in Claim 49 wherein said unique file identifier includes an address representing a location of said encoded digital media data, and wherein said unique file identifier is received into the memory of the client networked device from a second remote server having a different network address from the one or more remote servers.

55. (New) The client network device as recited in Claim 49 further comprising a menu stored on the computer-readable storage device operative to indicate addresses of a plurality of digital encoded media where media data is stored on one of the media servers, and a module operative to receive a signal from the input device to change the indication of the addresses of the plurality of digital encoded media.

56. (New) The client network device as recited in Claim 49 wherein said processor is operative to regulate rate the digital encoded media data is being received from the remote server using TCP/IP.

57. (New) The client network device as recited in claim 51 wherein the digital encoded media data is encoded using compression; and wherein the digital encoded media is decoded using decompressed and a random access memory coupled with the client networked device.

58. (New) A method of receiving an encoded media data file for use on a client networked device coupled with one or more remote servers delivering digital encoded media data file via a communications network, the method comprising:

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displaying on the client networked device a unique file identifier used to access a location or address where the digital encoded media data file is stored in a memory storage device coupled with the one or more of the remote servers;

receiving a selection of the displayed unique file identifier used to access a location or address where the digital encoded media data file is stored in the memory storage device coupled with the one or more of the remote servers in response to using an input device coupled with the client networked device;

generating on the client networked device, as a result of the receiving of the selection of the displayed unique file identifier, a request to the one or more remote servers via the communications network to receive digital encoded media file from said location or address where the digital encoded media data file is stored in the memory storage device coupled with the one or more of the remote servers;

receiving on a memory of the client network device, as a result of the generated request, via the communications network the digital encoded media data file from said location or address in the memory storage device coupled with the one or more of the remote servers; and

decoding and rendering at least a portion of the received digital encoded media data file from the memory of the client networked device during the receiving of the digital encoded media data file from said location or address in the memory storage device coupled with the one or more of the remote servers.

59. (New) The method of receiving an encoded media data file as recited in Claim 58 further comprising including streamed video data with the digital encoded media data, and receiving the streamed video data within the media data buffer via the communications network in a packetized format.

60. (New) The method of receiving an encoded media data file as recited in Claim 58 further comprising including streamed audio data with the digital encoded media data, and receiving the streamed audio data within the media data buffer via the communications network in a packetized format.

61. (New) The method of receiving an encoded media data file as recited in Claim 58 further comprising including with said digital encoded media data a compressed

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audio or video data file; and storing compressed audio or video data files on one or more of said remote servers.

62. (New) The method of receiving an encoded media data file as recited in Claim 58 further comprising relating said unique file identifier to a location on the remote server by being using the unique file identifier to access the locations within the memory of the remote servers, and using a computer-readable storage device as the memory on the remote server.

63. (New) The method of receiving an encoded media data file as recited in Claim 58 further comprising receiving the unique file identifier from a second remote networked server via the network into the client networked device, and storing said unique file identifier into the memory of the client networked device from a second remote server upon receipt thereof.

64. (New) The method of receiving an encoded media data file as recited in Claim 58 further comprising storing a menu of multiple unique file identifiers, used to indicate addresses of a plurality of digital encoded media where media data is stored on one of the media servers, on the computer-readable storage device of the client networked device, receiving on the client networked device a signal from the input device, and changing the display of the multiple unique file identifiers that are used to access the addresses of the plurality of digital encoded media files in response to receipt of the signal.

65. (New) The method of receiving an encoded media data file as recited in Claim 58 further comprising regulating the rate the digital encoded media data files are being received from the remote server using TCP/IP.

66. (New) The method of receiving an encoded media data file as recited in claim 59 further comprising encoding the digital encoded media data using compression; and decoding the digital encoded media using decompression with a random access memory coupled with the client networked device.

67. (New) The method of receiving an encoded media data file as recited in claim 58 further comprising rendering the encoded media data file by decoding the digitally encoded data file using an audio driver stored in a memory on the client networked device while the encoded media data file is being received from one or more servers.

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68. (New) A computer readable medium having instructions for use in a single media player application, the instructions when executed by a processor in a client network device comprise:

displaying on the client networked device a unique file identifier related to a location or address where digital encoded media data is stored in a memory storage device coupled with one or more remote servers;

receiving a selection of the displayed unique file identifier related to a location or address where the digital encoded media data is stored in the memory storage device coupled with the one or more of the remote servers in response to using a input device coupled with the client networked device;

generating on the client networked device, as a result of the receipt of the selection of the displayed unique file identifier, a request to the one or more remote servers via the communications network to receive digital encoded media from said location or address where the encoded media data is stored in the memory storage device coupled with the one or more of the remote servers;

receiving on a client memory of the client network device, as a result of the generated request, via the communications network the digital encoded media data from said location or address in the memory storage device coupled with the one or more of the remote servers; and

decoding and rendering at least a portion of the received digital encoded media data from the client memory of the client networked device during the receiving of the digital encoded media data from said location or address in the memory storage device coupled with the one or more of the remote servers.

69. (New) The computer readable medium having instructions for use in a single media player application as recited in claim 68, wherein the instructions when executed by a processor in a client network device further comprise: including streamed video data with the digital encoded media data, and receiving the streamed video data within the media data buffer via the communications network in a packetized format.

70. (New) The computer readable medium having instructions for use in a single media player application as recited in claim 68, wherein the instructions when executed

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by a processor in a client network device further comprise: including streamed audio data with the digital encoded media data, and receiving the streamed audio data within the media data buffer via the communications network in a packetized format.

71. (New) The computer readable medium having instructions for use in a single media player application as recited in claim 68, wherein the instructions when executed by a processor in a client network device further comprise: including with said digital encoded media data a compressed audio or video data file; and storing compressed audio or video data files on one or more of said remote servers.

72. (New) The computer readable medium having instructions for use in a single media player application as recited in claim 68, wherein the instructions when executed by a processor in a client network device further comprise: relating said unique file identifier to a location on the remote server by being using the unique file identifier to access the locations within the memory of the remote servers, and using a computer-readable storage device as the memory on the remote server.

73. (New) The computer readable medium having instructions for use in a single media player application as recited in claim 68, wherein the instructions when executed by a processor in a client network device further comprise: receiving the unique file identifier from a second remote networked server via the network into the client networked device, and storing said unique file identifier into the memory of the client networked device from a second remote server upon receipt thereof.

74. (New) The computer readable medium having instructions for use in a single media player application as recited in claim 68, wherein the instructions when executed by a processor in a client network device further comprise: storing a menu of multiple unique file identifiers, used to indicate addresses of a plurality of digital encoded media where media data is stored on one of the media servers, on the computer-readable storage device of the client networked device, receiving on the client networked device a signal from the input device, and changing the display of the multiple unique file identifiers that are used to access the addresses of the plurality of digital encoded media files in response to receipt of the signal.

75. (New) The computer readable medium having instructions for use in a single media player application as recited in claim 68, wherein the instructions when executed by a

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processor in a client network device further comprise: encoding the digital encoded media data using compression, and decoding the digital encoded media using decompression with a random access memory coupled with the client networked device.

76. (New) The computer readable medium having instructions for use in a single media player application as recited in claim 68, wherein the instructions when executed by a processor in a client network device further comprise: rendering the encoded media data file by decoding the digitally encoded data file using an audio driver stored in a memory on the client networked device while the encoded media data file is being received from one or more servers.

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